

# HOW TO DRAW CHIBIBIS



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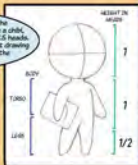
# Body KÖRPER



Always begin with a sketch of the whole body, in order for it to look like a child, the total height shouldn't exceed 2 - 2.5 heads. Heads aren't always visible in child but drawing one makes it easier to position the shoulders and arms.



A soft pencil / 2B is suitable for sketching if you line then draw, use a mechanical pencil which is permanently sharp. Putty rubber is less dangerous to the paper surface than normal. Always find it in specialist art stores.



If there isn't space to draw fingers, you can simplify the hands. Imagine the character wearing mittens.



## FÜR FÖR+GESCHRIFTEN:

For the widest range of movement, sketch the body as you would a realistic figure. The shoulders, elbows, wrists, hips, knees and ankles should all be visible.



The hand is roughly the size of an open eye.



# Head KOPF



1) A cross indicated where the chin is looking. The face curved inside for the eye and create cute, chubby cheeks. Try to avoid pointy chins.



2) The nose and mouth are directly above/below each other. The smaller they are, the cuter the child appears.



3) Draw guidelines to help you position the eyes on one height. The eye and pupil further away from you are narrower.



4) Don't forget the eyebrows. They are the most expressive part of the face. You can also sketch some blush on the cheeks.



5) The overall shape of the hair is more important than single strands. Make sure the hair doesn't take up too much, or too little, of the whole head.



THE EYE IS ABOUT  
A THIRD OF THE  
TOTAL HEAD HEIGHT.



Girls tend to  
be more expressive  
holding their  
eyebrows in one  
way to separate  
girls from boys.

WRONG

RIGHT



Keep the patch of the  
head outline to ensure  
the hair follows the head.  
Outline it if necessary.

## FOR FORGESSCHRITTE:

By drawing regular characters as chibis.  
Study how you have to simplify the hair and  
eye whilst maintaining a recognisable image.





# KLEIDUNG



The usual places for folds to occur are:

## ARTICONS

SCARVES

UNDER THE  
BREASTS

PLEATED SKIRTS

SHOES



COLLARS

ELBOWS AND  
KNEES

TUCKED-IN  
SHIRTS AND  
FOLDED CUFFS

TROUSER LEGS  
FOLDING OVER  
SHOES

Other characters are simplified versions of realistic figures. You can get away with dropping fewer details but what you do draw will have to follow rules of gravity. Clothing will still fall the same way as on a normal body.



SCARF



If you draw faster, always have a reference of the original character in front of you. It's not a good idea to draw an existing character from memory because it is very likely that you will forget vital details.



## FÜR FORTGESCHRITTENE:

Keep an eye out for detail. Things like belts, gloves, buttons, ribbons, jewelry, bags, shoes, buckles and fabric patterns all help to identify the character to your viewers.

DON'T ERASE THE BASE  
SKETCH TOO EARLY  
BECAUSE IT HELPS  
YOU MAINTAIN CORRECT  
BODY PROPORTIONS.



SHOES

# Colour KOLO



Outline your sketch in black ink first. You can do this with fineliners or nib pens. 0.1mm and 0.3mm fineliner pens are ideal. Very thicker and the lines won't may appear clumsy. Nib pens are more flexible and have more opaque ink but they take longer to use.

**BASIC SHADOWS ON THE FACE FALL ROUGHLY LIKE THIS:**



**DON'T FORGET THESE AREAS**



The eye consists of a dark pupil and coloured iris that gets lighter near the bottom. Light grey shading near the upper eyelash makes the eye appear three-dimensional.

**HAIR HIGHLIGHTS FOLLOW THE SHAPE OF THE HEAD AND HAIR. MAKE THEM LARGE AND DYNAMIC!**



**WRONG**



**RIGHT**

One advantage of this style is that details become simplified, making it easier to create accurate shading. Shadows form under clothing folds and any side of the body facing away from the light source.



**FOR FORTGESCHRIFFTE:**

Vary line-width when inking. This makes the image more dynamic and you can convey a sense of depth. Outlines that you want to emphasize (like hands) should be slightly thicker than finer details.





# TIPPS & TRICKS

## Skin colour

### Watercolour:



### Coloured pencils:



Super-deformed proportions aren't suitable for certain poses, such as arms raised above the head. Try to avoid drawing positions that will make your character look unnatural.



THE HARDEST, BUT FUNNIEST PART OF DRAWING COMES IN TO INCORPORATE PERSONALITY INTO YOUR PICTURE. HERE ARE SOME SUGGESTIONS.



**Crossovers.** This is simple and effective. Because people are not used to seeing characters from different series together, it makes every 'encounter' interesting.



**Love.** Unexpected couples (straight or otherwise) are classic material for fans. Fan-service isn't rocket science, but it is always popular!



**Take a character out of their normal role.** Place him/her in a situation that they would hate to be in, or show them doing something amazingly mundane (A day in the life...)



**Absurdity.** Not every pose needs to be logical. If you have enough bizarre elements in a scene, it will become funny regardless of the characters.

YOU DON'T AS MANY PEOPLE AS POSSIBLE TO GET YOUR WORK SO STAY AWAY FROM BATTERED JOKES OR Cliché CHARACTERS.



The less explanation an image needs, the better. Explore every aspect of visual narrative including props, colours, setting, background and expressions.





# Faces GESICHTER

In order to convey a good joke,  
it's important that your character's emotional  
state can be immediately understood. Use exaggerated  
facial expressions and stylistic devices to convey this.  
Here are some expressions you can use.



HAPPY



ANGRY



DISAPPOINTED



STRAINING



EXPECTANT



SHOCKED



ARROGANT



SUSPICIOUS



CONFUSED



SCARED



EMBARRASSED



LOL

# HOW TO DRAW CHIBIS 2



JOANNA ZHOU

SPECIAL THANKS TO TING TING WANG





# PROPORTION



There are different proportions within chibi style. These fit into 3 categories:



HEIGHT  
IN HEADS



## 1) REALISTIC 1:4

This body looks almost normal, similar to a child in 'realistic' manga style. However the head should be wider than the shoulders making it appear stylized. With this figure, you can add quite a lot of details such as clothing folds or all 5 fingers.

## 2) CHIBI 1:2

This is the typical chibi style (see first tutorial). The head takes up a third of the body height. The facial features are more exaggerated and expressive. Some elements like clothes and hands can be simplified.

## 3) SUPER SD 1:1

This can be seen as 'extreme' chibi style. The eyes are often reduced to dots and hands or feet aren't visible. The body shape is similar to that of Hello Kitty. This proportion is easy to draw and very cute, but not very flexible for long narratives. It's suitable for 4-koma manga strips.



# Composition

## KOMPOSITION

Before you begin a picture, make a rough sketch of where each figure will be. You can tell at a glance whether the composition is well-balanced or not by looking at the positions of the large heads.



↑↓ HEAD HEIGHT --- VIEWING DIRECTION

Play around with the usage of space within an image. Try having characters of different heights or looking in different directions. This makes even a simple image more interesting to look at!

Try to incorporate interaction or a narrative between the characters. Chibi style is ideal for creating humour and exaggeration. Just having a row of identical smiling chibis will look like a boring holiday photo!



When drawing a group picture, try to give each character a different facial expression (relevant to their current situation). If drawing for art, think about the existing personality of your characters.



LARGER IMAGES REQUIRE MORE ATTENTION TO PERSPECTIVE. FIGURES FURTHER AWAY FROM YOU WILL BE SMALLER. A GOOD WAY TO KEEP TRACK OF THIS IS TO DRAW THE BASIC HEAD BALL IN DIFFERENT SIZES. A CROSS ON THE FACE PROVIDES A QUICK GUIDELINE FOR THE EYES, NOSE AND MOUTH, AND LAYS THE BASIS FOR ANY INTERACTION.



# OUTLINES

It's good to have an idea of how you want to colour a picture before you ink it. If you plan to use watercolour, then go for waterproof fineliner. If you plan to scan the image and colour digitally, try nib pens which have heavily pigmented ink that turns out more opaque when scanned. Here are some inking techniques:



**1** Ink it thicker where two lines join up.



**2** Ink it thicker on the outer curves.



**3** Give the outer edge a thick border.

COLORING WITHOUT OUTLINES CREATES A PLEASANT, SOFT EFFECT. CONTOURS ARE PRODUCED THROUGH DIFFERENT AREAS OF CONTRAST.



If you'd like to colour the picture using traditional media, then correct any inking mistakes using white gouache. Don't use Tippex because watercolour, markers, coloured pencils and pastels don't play well on that surface. If you realised that you've used non-water proof ink, then you can scan and print the outlines on a later print.

## SCANNING

- 1) Scan your image with **300dpi** (at least).
- 2) Save your image as a **pdf**, **tif** or high quality **jpg**.
- 3) Open the picture in **Photoshop** or a similar graphic software.
- 4) Adjust **Auto Levels**, **Levels** or **Brightness/Contrast** to get the ideal colour quality. If you're just scanning outlines, you can turn the image into a **bitmap** to get clean edges.
- 5) You can also edit **various aspects** such as reflecting the image, create symmetrical features or nudging certain areas.



# Painter Classic PAINTER

You can get Corel Painter Classic free with the purchase of certain Wacom graphic tablets. This is one colouring technique. You are free to experiment with other tools to find a method that best suits you.



**1** Start using the black colour tool. Because you're colouring a 'Lined' layer, all of the white brush strokes will colour over any black outlines.



**2** Choose a skin tone and click. As shading completes it, turn down opacity. Leave it there while you use the edges to emphasise contour.



**3** Make a darker shade and add shadows. These occur near the edge of the face and under hair.



**4** Add some hair using pink.



**5** Save and 'Dry' the image (press Ctrl+Alt+D).



**6** Use the white tool and use it to blend the shades together. Colour blending areas using the technique from page 2-4.



Before you want to use a special function (kerning, brush etc) you have to 'Dry' the uncoloured paint. If you don't the picture will get saved as a 'bit' format, which is incompatible with other graphics programs.



Use the Airbrush to correct mistakes and to even out tones. Use the eyedropper to select the right tone and spray over the area.



FOR A SOFTER EFFECT YOU CAN COLOUR IN THE OUTLINES. SELECT THE BLACK AREAS USING THE MAGIC WAND IN PHOTOSHOP AND PAINT OVER WITH A BRUSH. THE OUTLINES SHOULD BE A FEW SHADES DARKER THAN THE AREA RIGHT NEXT TO IT.



Coloured Pencil

# BUNTSTIFT

This is a colouring technique using watercolour and coloured pencils.



1

Paint the face with watercolour. Use a pale pink wash first and gradually build up darker tones. You can get skin colour by mixing white, yellow and red (for darker shades brown or ochre).



2

Wait until everything dries. Take a light brown pencil and colour gently over the watercolour. Try to blend in any uneven areas and create a smoothly shaded finish. The watercolour creates an ideal surface for the pencil pigment.



3

Take a dark brown pencil and fill in the shadows. You can also use black for a dark dramatic effect. Be very careful with black because it can quickly make the whole image too dark. A pencil eraser can lighten areas again.



4

Paint the rest of the picture using the same method. Don't forget to leave out highlights for the hair.



5

For an even smoother finish, you can blend the pencil using a torchon (available in the pastel or eraser section of art supply stores).

Create blush on the cheeks with a cotton bud and pink soft pastel.

Sometimes the colour will cover up the black outlines. If you have time, retrace them using a black fineliner.



# TIPPS+TRICKS



## RESOLUTION

72DPI IS ENOUGH FOR IMAGES SHOWN ONLINE. HOWEVER YOU SHOULD MAKE IT A HABIT TO WORK AT 300DPI ALL THE TIME BECAUSE YOU CAN NEVER BE SURE IF ONE OF YOUR PICTURES MIGHT BE PRINTED OR PUBLISHED.



Many magazines accept reader art. The best way is to send a selection of full-sized (A4) pictures via post. If you don't want to part with an original piece, scan it and print out multiple copies.



When printing images:

It's vital to use the best quality paper (heavyweight photopaper). It's expensive but makes a noticeable difference to the outcome. It would be a shame to ruin hours of work, just because you haven't printed on the right paper!

YOU CAN CONVEY EMOTION USING MANGA SYMBOLS:



EMOTIONAL



SMILEY



FRUSTRATED



SMILEY



SMILEY



SMILEY



ANTIMAGNET



NORMALPAPER